:

Specificatii pe scurt:

- aplicatia trebuie sa faca poza/poze prin camera integrata sau de preferat alta camera (ca sa se poata misca/pozitiona usor) la apasarea unui buton

- la apasarea tastelor stanga/dreapta, se afiseaza pe ecran(ecran sau proiector tot acelasi lucru) pozele facute

- posibilitate manipulare imagine: rotit, deplasat st-dr

<https://www.youtube.com/watch?v=6KJWG6weGO4> , <https://www.youtube.com/watch?v=OjeCFUzUkVQ> – web cam video

<https://www.youtube.com/watch?v=ybA7PaswZcc> – capture images

AForge colour tracking:

<https://www.youtube.com/watch?v=skE4U2pcAtw>

<https://www.youtube.com/watch?v=vFuxNqjAqyg>

C# camera tutorials

<https://www.youtube.com/watch?v=dOvA-Mlx-Vg>

snapshot: <https://www.youtube.com/watch?v=xjMAfMAix9c&t=2s>

C# standalone application:

<https://www.youtube.com/watch?v=USfQzZX-ytQ>

Get all images from folder.

-take picture : - get one frame

-pornire aplicatie inainte de incepere curs : introducere date despre curs …pentru fiecare curs creez un folder(prin program) in care voi saslva pozele.

- pozitionare camera ca sa incadreze tabla,metoda manuala initial(extindere cu pozitionare cu servo, electric, + de pe mobil- reglaj fin )

-adaug posibilitatea de a grupa pozele intr-un folder cu numele cursului respectiv , arhivarea lor si trimiterea lor elevilor (pe mail ). -> nu automat ,ci manual din aplicatie

Incepe cursul :

-proful scrie ceva/umple tabla ->(aplicatia ruleaza).. fac poza(un buton tastatura -> mai tarziu , de pe telefon .

-se sterge tabla -> in orice moment se poate afisa pozele facute anterior pe ecran / proiector (tot din program prin sageti)

-manipulare imagine -> dupa ce afisez poza am optiunile :

- rotire

- zoom

-further functionalities to be implemented

-sfarsit curs :

-Masurare distante de pe poza -> reals

Used links:

<https://www.youtube.com/watch?v=wZ4BkPyZllY> – splashScreen

<https://spark.adobe.com/sp/design/post/d4edc0b9-313b-455c-8ab4-6207ced8bbed> - logo

Bibliografie

<http://www.aut.upt.ro/~dberian/Labs/Laborator3_MTP_IS.pdf>

* Next : curs nou , ora noua de curs ( grupez in foldere cursurile /laboratoarele)
* Parameter is not valid error !!!Application.Run( );

Portare aplicatie pe un server /

18.02 : - buton save image in flowLayout

- afisare poze in pictBox – fullScreen (stanga – dreapta )

-buton pentru fullScreen (

19.02:

-fullScreen :

-https://social.msdn.microsoft.com/Forums/windows/en-US/0ae1b84f-f114-43c1-a560-a1a4588c1eca/picturebox-fullscreen-display?forum=winforms

**STANDARDE UTILIZATE !!! -> BIBLIOGRAFIE -> STANDARDE IT**

Aplicarea conceptului de ClickOnce -> Autoliv ManualUpdates

20.02:

-picture Box free of errors

-screen projector OK

21.02

-Save image

-before starting to capture … set destination folder.

22.02

SAVING Bussines:

Start app : save – disabled ( empty pictBox si flowLay)

Take picture : -pictBox si flowLay

->press Capature -> add pict to pictBox and flowLay

->Save : -> save all pictures from flowLay to folder : select where TO + name of the picture.Lecture name present in ComboBox -> populated at startup with the name of the folders (lecture names)

->Delete .. delete picture from flowLayout : before saving them in folder

26.02

-flowLayout Copy Control :

**Să fac poza si cu telefonul**

27.02

**Write about Bitmaps and Vectorial Images**

* **Extension methods**
* **Clone controls :**

<https://docs.microsoft.com/en-us/dotnet/csharp/programming-guide/classes-and-structs/extension-methods>

28.02

**SERVO ARDUINO CAMERA :** [**http://www.pyroelectro.com/tutorials/arduino\_multi\_servo/**](http://www.pyroelectro.com/tutorials/arduino_multi_servo/)

[**http://www.instructables.com/id/Arduino-2-Servos-Thumbstick-joystick/**](http://www.instructables.com/id/Arduino-2-Servos-Thumbstick-joystick/)

01.03 – discutie prof :

03.03

- app working with 4-6 ( derulare poze)

-link cod Screen

-http://predicatet.blogspot.ro/2007/01/show-c-windows-forms-on-dual-monitor.html

- https://www.youtube.com/watch?v=kpPvkeKgsaQ

04.03

CRop

-- <https://www.youtube.com/watch?v=kpPvkeKgsaQ>

- https://www.youtube.com/watch?v=n4mjLiMiSmw&t=758s

**TEHNOLOGII MULTIMEDIA AN 4 : BIBLIOGRAFIE -> BITMAP,VECTORIALE….**

**06.03**

**-Sa corectez faza cu 4-6** (apas 4 dupa 6 => trebe de 2 ori )

/\* bool IsMouseDown = false;

private void pictureBox\_MouseDown(object sender, MouseEventArgs e)

{

IsMouseDown = true;

c.MouseDown(e);

//c.GetRectangle();

}

private void pictureBox\_MouseMove(object sender, MouseEventArgs e)

{

if(pictureBox.Image !=null)

{

if (IsMouseDown == true)

{

c.MouseMove(e, ref pictureBox);

}

}

}

private void pictureBox\_Paint(object sender, PaintEventArgs e)

{

if(pictureBox.Image != null)

{

c = new Crop(ref pictureBox);

c.Paint(e);

}

}

private void pictureBox\_MouseUp(object sender, MouseEventArgs e)

{

if (IsMouseDown == true)

{

c.MouseUp(e,ref IsMouseDown,ref pictureBox);

}

}

\*/

#endregion